

Extra Skills for Mutants & Masterminds

New Skill Notes

Any text listed below in **red** should be disregarded. This text has been included as it was in the original document, but it is not being used at present.

Any text listed below in **green** has been added by me (Andrew) and so is being called out as a home rule.

Appraise

Int

You can estimate the value of an item.

Check: You can appraise common or well-known objects within 10% of their value (DC 12). Failure means you estimate the value at 50% to 150% of actual value, off by 5% (plus or minus) per point you missed the DC.

Rare or exotic items require a successful check against DC 15, 20, or higher. If successful, you estimate the value within 30% of its actual value. Failure means you cannot estimate the item's value.

Proper tools like a magnifying glass, scales, reference materials, and so forth grant a +2 bonus on appraising an item's value.

Try Again: Not for the same object.

Action: Appraising an item takes 1 minute.

Special: If the character is making the Appraise check untrained, for common items failure means no estimate, and for rare items success means an estimate within 50% of the item's actual value.

Normal: Appraising items can normally be handled as a Craft or Knowledge skill check, using the same guidelines.

Demolitions

Int, Manipulation, Trained Only

This skill encompasses all of the Demolitions uses of Craft in the **Skills** chapter of *M&M*. It replaces both Craft (chemical) and Craft (mechanical) for making, setting, and disarming explosive devices. It also replaces Craft (structural) for setting explosives for maximum effect against structures. At the GM's discretion, Demolitions can replace the Knowledge and Craft checks for inventing explosive devices using the inventing rules in the **Devices & Equipment** chapter of *M&M*.

Forgery

Int, Manipulation, Requires Tools

Forgery breaks the ability to make believable forgeries of documents or artwork out of Craft and into a separate skill. It works the same way as given in the description of Craft in the **Skills** chapter of *M&M*.

Gamble

Wis

Use this skill to win games involving both skill and luck. Games based solely on luck (such as flipping a coin) or skill (such as chess) don't involve Gamble checks, unless the character cheats.

Check: To join or start a game, you must first pay a stake. You set the stake if you start the game, while the GM sets it if you join a game in progress. The other participants also pay a stake, which may be equal to yours or a different amount, depending on the rules of the game.

Your Gamble check opposes the Gamble checks of all other participants in the game. If there are many NPCs participating, the GM can opt to make a single check for

all of them, using the highest Gamble skill modifier and adding a +2 bonus on the check.

If you beat all of the other participants, you win and claim all the stakes in the game. Otherwise, the gambler with the highest check result claims the prize pool.

• **Cheating:** A skilled character can attempt to cheat while gambling. To cheat, you must make a Bluff check as a free action before making your Gamble check. This Bluff check is opposed by the Sense Motive checks of the other gamblers. If the Bluff check succeeds, you gain a +2 bonus on your Gamble check. If the Bluff check fails, the attempt to cheat did not gain you anything; if the Bluff check fails by 5 or more against any opposing Sense Motive check, that gambler spots your attempt to cheat and reacts accordingly.

Action: A Gamble check requires anywhere from a few minutes to an hour, depending on the game being played.

Try Again: No, unless you want to put up another stake and keep playing.

Special: You can't take 10 or take 20 when making a Gamble check.

Normal: In most campaigns you can use Bluff and Sense Motive checks to resolve games of chance.

Note: Without any Wealth system built into the game the use of the Gamble skill is purely for roleplay or backstory reasons.

Navigate

Int

You're trained in finding directions and plotting courses from place to place.

Check: Make a Navigate check when trying to find your way to a distant location without directions or other specific guidance. Generally, you do not need to make a check to find a local street or other common urban site, or to follow an accurate map. However, you might make a check to wend your way through a dense forest or a labyrinth of underground storm drains.

For movement over a great distance, make a Navigate check. The DC depends on the length of the trip: DC 20 for a few hours, 22 for a few days, 25 for up to a week, and 28 for more than a week. If you succeed, you follow the best reasonable course toward your goal. If you fail, you still reach the goal, but it takes twice as long, since you lose time backtracking and correcting your course. If you fail by more than 5, you travel the expected time, but only get halfway to the destination, at which point you become lost.

You can make a second Navigate check (DC 20) to find the right path. If you succeed, you continue on to your destination; the total time for the trip is twice the normal time. If you fail, you lose the normal time of the trip before you can try again. You can keep trying until you succeed, losing the normal time of the trip each time.

When faced with multiple choices, such as at a branch in a tunnel, you can make a Navigate check (DC 20) to intuit the right choice. If unsuccessful, you choose the

wrong path, but at the next juncture, with a successful check, you realise your mistake and can correct it.

You cannot use this function of Navigate to find a path to a site if you have no idea where the site is. The GM may choose to make the Navigate check in secret, so you don't know from the result whether you are following the right or wrong path.

You can use Navigate to determine your location without the use of any high-tech equipment by checking the constellations or other natural landmarks. You must have a clear view of the night sky to make this check. The DC is 15.

Time: A Navigate check is a full-round action.

Special: You can take 10 when making a Navigate check. You can take 20 only when determining your location, not when travelling.

Normal: The functions of Navigate are normally covered by the Survival skill (see the **Skills** chapter of *M&M*). Some navigation may also be covered by appropriate Professions skills like sailor or, obviously, navigator. This skill is intended to break those functions off into an independent skill.

Repair Int, Manipulation, Requires Tools

This skill essentially takes the repair functions of Craft (see the **Skills** chapter of *M&M*) and makes them a separate skill, covering all five Craft specialities. Thus you can use Repair to fix any item, regardless of the Craft skill used to make it. This includes the jury-rigging function of Craft.

Repair is useful for modelling characters able to fix things and get them working again, but not particularly skilled at designing or making entirely new items.

Note: The individual Craft skills can still be used to make repairs pertaining to their own specialities.

Research Int

You are skilled in researching and finding information on various topics.

Check: Researching a topic takes time, skill, and some luck. The GM determines how obscure a particular topic is (the more obscure, the higher the DC) and what kind of information might be available depending on where the character is conducting his research.

Information ranges from general to protected. Given enough time (usually a few hours) and a successful skill check, you get a general idea about a given topic. This assumes no obvious reasons exist why such information would be unavailable, and you have a way to acquire restricted or protected information.

The higher the check result, the better and more complete the information. If you want to discover a specific fact, date, map, or similar bit of information, add +5 to +15 to the DC.

Try Again: Yes.

Action: A Research check takes at least an hour, maybe more depending on the information.

Special: You can take 10 or take 20 on a Research check.

Normal: In *M&M*, research is normally taking 20 on a Knowledge check to consult various resources. If this skill is in use, characters cannot take 20 on Knowledge checks, but must use Research instead.